

Minimum Number of Arrows to Burst Balloons [\(View\)](#)

There are some spherical balloons taped onto a flat wall that represents the XY-plane. The balloons are represented as a 2D integer array `points` where `points[i] = [xstart, xend]` denotes a balloon whose **horizontal diameter** stretches between `xstart` and `xend`. You do not know the exact y-coordinates of the balloons.

Arrows can be shot up **directly vertically** (in the positive y-direction) from different points along the x-axis. A balloon with `xstart` and `xend` is **burst** by an arrow shot at `x` if `xstart ≤ x ≤ xend`. There is **no limit** to the number of arrows that can be shot. A shot arrow keeps traveling up infinitely, bursting any balloons in its path.

Given the array `points`, return the **minimum** number of arrows that must be shot to burst all balloons.

Example 1:

Input: `points = [[10,16],[2,8],[1,6],[7,12]]`

Output: 2

Explanation: The balloons can be burst by 2 arrows:

- Shoot an arrow at `x = 6`, bursting the balloons `[2,8]` and `[1,6]`.
- Shoot an arrow at `x = 11`, bursting the balloons `[10,16]` and `[7,12]`.

Example 2:

Input: `points = [[1,2],[3,4],[5,6],[7,8]]`

Output: 4

Explanation: One arrow needs to be shot for each balloon for a total of 4 arrows.

Example 3:

Input: `points = [[1,2],[2,3],[3,4],[4,5]]`

Output: 2

Explanation: The balloons can be burst by 2 arrows:

- Shoot an arrow at `x = 2`, bursting the balloons `[1,2]` and `[2,3]`.
- Shoot an arrow at `x = 4`, bursting the balloons `[3,4]` and `[4,5]`.

Constraints:

- `1 <= points.length <= 105`
- `points[i].length == 2`
- `-231 <= xstart < xend <= 231 - 1`